

PATENT APPLICATION
DOCKET NO.: 1285-0080US
ALC-135942

WHAT IS CLAIMED IS:

1 1. An arbitration system for a network switch
2 element, comprising:

3 an encoder for encoding a plurality of inputs
4 into address information associated with a storage
5 structure, said inputs corresponding to control signals
6 generated by a plurality of entities associated with a
7 cross-connect matrix of said network switch element,
8 wherein said entities are operable to establish a set of
9 connections through said cross-connect matrix for
10 transporting data from said network switch element's
11 ingress side to its egress side;

12 said storage structure including a plurality of
13 fields for storing pre-computed arbitration results based
14 on a select arbiter scheme employed in a particular
15 scheduling mechanism for transporting said data, wherein
16 each arbitration result corresponds to at least a
17 particular input combination; and

18 a decoder for decoding a selected arbitration
19 result into an identity associated with a corresponding
20 entity.

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1 2. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said storage
3 structure comprises a look-up table.

1 3. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said storage
3 structure is realized in a read-only memory (ROM).

1 4. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said storage
3 structure is realized in an electrically programmable
4 read-only memory (EPROM).

1 5. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said storage
3 structure is realized in a dynamic random access memory
4 (DRAM).

1 6. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said storage
3 structure is realized in a static random access memory
4 (SRAM).

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1 7. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said storage
3 structure is realized in a Flash memory.

1 8. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said storage
3 structure is realized in a field-programmable gate array
4 (FPGA).

1 9. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said storage
3 structure is realized in a application-specific
4 integrated circuit (ASIC).

1 10. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said select
3 arbiter scheme includes at least one flexible ring
4 arbiter.

1 11. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said select
3 arbiter scheme includes at least one binary tree arbiter
4 (BTA).

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1 12. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said select
3 arbiter scheme includes at least one round-robin arbiter
4 (RRA).

1 13. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said select
3 arbiter scheme includes at least one fixed priority
4 arbiter.

1 14. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said select
3 arbiter scheme is implemented at said network switch
4 element's ingress side.

1 15. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said select
3 arbiter scheme is implemented at said network switch
4 element's egress side.

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1 16. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said arbiter
3 scheme is implemented as at least one of a request
4 arbiter, a grant arbiter and an accept arbiter.

1 17. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said arbiter
3 scheme is implemented as part of a Request-Grant-Accept
4 (RGA) iteration strategy associated with said particular
5 scheduling mechanism.

1 18. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said arbiter
3 scheme is implemented as part of a Request-Grant (RG)
4 iteration strategy associated with said particular
5 scheduling mechanism.

1 19. The arbitration system for a network switch
2 element as set forth in claim 1, wherein said encoder is
3 operable to encode prior state information associated
4 with select arbiter scheme into a portion of said address
5 information, wherein said prior state information is
6 operable to be updated by said select arbiter scheme in
7 a predetermined manner.

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1 20. An arbitration methodology for a network switch
2 element, comprising the steps:

3 encoding a plurality of inputs into address
4 information associated with a storage structure, said
5 inputs corresponding to control signals generated by a
6 plurality of entities associated with a cross-connect
7 matrix of said network switch element, wherein said
8 entities are operable to establish a set of connections
9 through said cross-connect matrix for transporting data
10 from said network switch element's ingress side to its
11 egress side;

12 storing pre-computed arbitration results in a
13 plurality of fields associated with said storage
14 structure, wherein said arbitration results are based on
15 a select arbiter scheme employed in a particular
16 scheduling mechanism for transporting said data, each
17 arbitration result corresponding to at least a particular
18 input combination;

19 responsive to a particular input combination in
20 an arbitration iteration, obtaining a selected
21 arbitration result from said storage structure; and

22 decoding said selected arbitration result into
23 an identity associated with a corresponding selected
24 entity for said arbitration iteration.

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1 21. The arbitration methodology for a network
2 switch element as set forth in claim 20, further
3 comprising the steps:

4 updating prior state information associated
5 with said select arbiter scheme in a predetermined manner
6 based on said arbitration result obtained in an
7 arbitration iteration; and

8 utilizing said updated state information as at
9 least a portion of said address information for a next
10 arbitration iteration.

1 22. The arbitration methodology for a network
2 switch element as set forth in claim 20, wherein said
3 pre-computed arbitration results are stored in a look-up
4 table (LUT).

1 23. The arbitration methodology for a network
2 switch element as set forth in claim 20, wherein said
3 pre-computed arbitration results are stored in a storage
4 structure selected from the group consisting of a read-
5 only memory (ROM) structure, an electrically programmable
6 read-only memory (EPROM) structure, a dynamic random
7 access memory (DRAM) structure, a static random access
8 memory (SRAM) structure, a Flash memory structure, a
9 field-programmable gate array (FPGA) and an application-
10 specific integrated circuit (ASIC).

1 24. The arbitration methodology for a network
2 switch element as set forth in claim 20, wherein said
3 select arbiter scheme includes at least one flexible ring
4 arbiter.

1 25. The arbitration methodology for a network
2 switch element as set forth in claim 20, wherein said
3 select arbiter scheme includes at least one binary tree
4 arbiter (BTA).

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1 26. The arbitration methodology for a network
2 switch element as set forth in claim 20, wherein said
3 select arbiter scheme includes at least one round-robin
4 arbiter (RRA).

1 27. The arbitration methodology for a network
2 switch element as set forth in claim 20, wherein said
3 select arbiter scheme includes at least one fixed
4 priority arbiter.

1 28. The arbitration methodology for a network
2 switch element as set forth in claim 20, wherein said
3 select arbiter scheme is implemented at said network
4 switch element's ingress side.

1 29. The arbitration methodology for a network
2 switch element as set forth in claim 20, wherein said
3 select arbiter scheme is implemented at said network
4 switch element's egress side.

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1 30. The arbitration methodology for a network
2 switch element as set forth in claim 20, wherein said
3 arbiter scheme is implemented as at least one of a
4 request arbiter, a grant arbiter and an accept arbiter.

1 31. The arbitration methodology for a network
2 switch element as set forth in claim 20, wherein said
3 arbiter scheme is implemented as part of a Request-Grant-
4 Accept (RGA) iteration strategy associated with said
5 particular scheduling mechanism.

1 32. The arbitration methodology for a network
2 switch element as set forth in claim 20, wherein said
3 arbiter scheme is implemented as part of a Request-Grant
4 (RG) iteration strategy associated with said particular
5 scheduling mechanism.